Treasure Chests

Silver 1: 1 silver treasure, 2 curses, 2 conquest tokens
Silver 2: 1 silver treasure, 1 curse, 1 conquest token
Silver 3: 1 silver treasure, 1 health potion

Gold 1: 1 gold treasure, 2 curses , 2 conquest tokens
Gold 2: 1 gold treasure, 200 coins, 1 health potion

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The Beast of Toorang

By Warren M.

Scenario Background

For many years, the northern reaches of Abalonia have been home to fantastic tales of beasts that reside in the isolated mountain range known as the Cragrock Peaks. Numerous foolhardy adventurers have braved the elements and been utterly destroyed there. Nevertheless your group of mercenaries has come to the north in search of adventure having grown bored of the caravan work in the south. In the town of Jasper you listen intently to the tale of a farmer who has seen a great flying beast as it flew away with his donkey in it's bloody claws. Although his description is sketchy and you get very little info about the beast itself, he is able to point you in the right direction when you express interest in slaying it.He is certain that the beast flew from Mount Toorang. Although the mission would appear not to be very profitable on the surface, your group simply seeks the challenge of the hunt. Another trophy above the fireplace as it were. After making the arduous journey to the mountain you discover a cave mouth with a human skull impaled on a spear sticking out of the rocky ground. Your group ignores the ominous sign and heads inside.

Mission Goals

Your goal is to kill the great beast that dwells underneath Mount Toorang. You start with 5 conquest tokens (9 if using treachery) Also the overlord only draws 1 card per turn. Good luck!

Starting Area

Ahead of you is a dark cavern where several creatures shuffle around guarding a passageway in the west and a door in the east wall.

Area 2

A dank, winding corridor stretches ahead of you and you can hear several creatures ahead that have probably been alerted of your presence.

Area 3

When you open the door you are stunned to see some rusty spinning blades blocking the way ahead. A massive ogre yells at your intrusion, " Hey you don't belong here!"

Area 4

After climbing the stairs you enter a small chamber where two foul sorcerors bow before a naga. Upon seeing you enter, they whirl around and ready themselves for battle.

Area 5

If the heroes enter from the corridor -"A long corridor stretches ahead ending in a portcullis. A red-eyed skeleton stands with bow drawn beside a pile of refuse. "

If the heroes enter from the staircase -'A line of kobolds bars the way into this huge cavern. At the back a massive manticore beside a huge lever in the floor flexes it's wings and lets out a deep growl that rattles your bones. "Quite a feast we shall have tonight," it says.'

Important: The Beast of Toorang here has the stats of a master manticore as well as 5 extra armor and 14 extra wounds.
If the heroes land on the ? in the corridor they search the pile of refuse and find 2 copper treasures. (Not two per hero and distribute them automatically as they fit best for the group) Also if they come within two spaces of the portcullis then the Beast of Toorang's chamber is revealed.
The portcullis blocks passage but not line of sight. It is represented on the map by the blue rune-door. Ranged and magic users can shoot through it.
If the heroes land on the ? in the cavern then they can activate the big lever which controls the portcullis if they choose.
In addition, the Beast and his minions can activate the lever as well by being adjacent by spending a movement point.
If the heroes kill the Beast of Toorang.....

The beast gives a final roar and flops to the ground lifeless. It looks like you will have your trophy after all! Of course the townfolk of Jasper will also be happy you have made their lands a little bit safer.
The heroes gain 3 conquest tokens if it matters.

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